OCTOBER 1993
ISSUE #8

INSIDE IMAGE

CYBERFORCE

You Asked For It...Now You're Gonna Get It!

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INSIDE OCTOBER

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WILDC.A.T.S

by Tom Harrington

Brandon Choi's work as WildC.A.T.S co-creator and co-writer has gone relatively unnoticed (but only by Image standards,) probably because the intense story and the look of the book seem so perfectly Jim Lee. But Choi has played a key role in the development of Lee's style, and vice-versa. As Lee said in his introduction to WildC.A.T.S #1, "It is no exaggeration to anyone who knows us that we are more like brothers."

Brandon was born in Seoul, Korea, and came to St. Louis, Missouri (the same town as Jim Lee) when he was two years old. "Jim's parents and my parents went to the same church," recalled Brandon. "We wound up meeting each other there and discovered that we both had an interest in comic books."

By the sixth grade, they were already dreaming up comic book concepts and writing them together with Jim illustrating. Their 1986 effort Wild Boys, landed Jim his first job at Marvel.

Brandon, however, did not join him there. He decided to study entertainment law, but, as he put it, "I had discovered that I like entertainment more than I did law." After graduating from law school, he was planning to go to film school to become a screenwriter, when he got a call from Jim about working with him at Homage Studios.

Brandon said their current work on the title is "Almost a continuation of what we did when we were kids. When we grew up, we were always looking towards the action super-hero genre; looking to combine

that kind of story theme with a lot of the action movie stories that we had seen in the theaters, like Lethal Weapon."

"He has a real strong narrative sense," says Lee, who calls Brandon a walking encyclopedia of espionage operations and terms.

"He grounds the WildC.A.T.S stories in reality."

Each issue starts with Jim plotting the book, sometimes with Brandon, or by himself. Then Jim delivers the art, which Brandon scripts. Characters are invented in a similar way. Often Jim comes up with the visual for a character, and Brandon gives him/her a name.

Readers who bought WildC.A.T.S expecting to see action, got more than their money's worth, but Brandon's scripting provided some bonuses, like humor. In the midst of a terrifying battle, Grifter's dramatic first appearance is spoiled when someone yells, "Hey, you're Shaft (from Youngblood,) aren't you?" Later, the impostor Dan Quayle says, "With the Kherubin dead, anyone else...will be small potatos," a twist on the former veep's famous spelling error.

And there's drama, too. The real leader of the troupe is Jacob Marlowe, AKA Lord Emp, a dwarf-like person with no fancy name or costume, and super powers that he can only rarely summon. "Jim wants to try to keep him a mystery as much as possible, because he essentially represents the entire back history to the WildC.A.T.S series."

Marlowe is a billionaire whose spent most of his life as a homeless drifter, and he still goes on an occasional bender in the streets. Other members, however, also have less than ideal powers.

Maul, for instance, can grow in size, but only at the expense of his own intelligence.

"No matter how sophisticated or powerful you think you are, there will always be some problem that you can't overcome; be it death or taxes. The character's faults lend a certain balance to the powers they each possess."

Movies remain a big interest for Brandon, whose long-term goal is to someday write screenplays.

"Offhand, I'd say my

Brandon Choi

favorite directors are Ridley Scott, James Cameron, and Martin Scorsese, while my favorite screenwriters include Shane Black, Joe Eszterhas, and Robert Towne. My favorite movies pretty much run the same gamut from drama, to action, to science fiction."

"One thing I've learned is that comics are, to a great extent literary movies, with creators like Rob, Todd, Jim — being the director/auteurs, in the sense that their individual visions guide the entire project."

Don't think though, that Brandon would find scripting a WildC.A.T.S movie an easy task. "The world of comic book heroes is still very much different from the world of cinema because it's very hard to translate one into the other. Hollywood has tried numerous times to bring comic book super heroes to the silver screen, with the few successes being Superman and Batman. It'll be interesting to see if James Cameron can finally set the standard with his interpretation of Spider-Man. As for myself, I find that writing comics is very much an exciting learning process."

Even though the series is a phenomenal success, Brandon still wants to see them pass the test of time." Only time will tell the level of Image's long term success in the comic book industry. But a few years from now, it'll be interesting to see how well our titles are doing. Once these characters establish themselves among the general readership we'll have a much better indication of what we've achieved."

CYBERFORCE

INTERVIEW WITH MARC SILVESTRI

BY PETE MARTELL

WHY DID YOU ORIGINALLY START CYBERFORCE AS A MINI-SERIES?

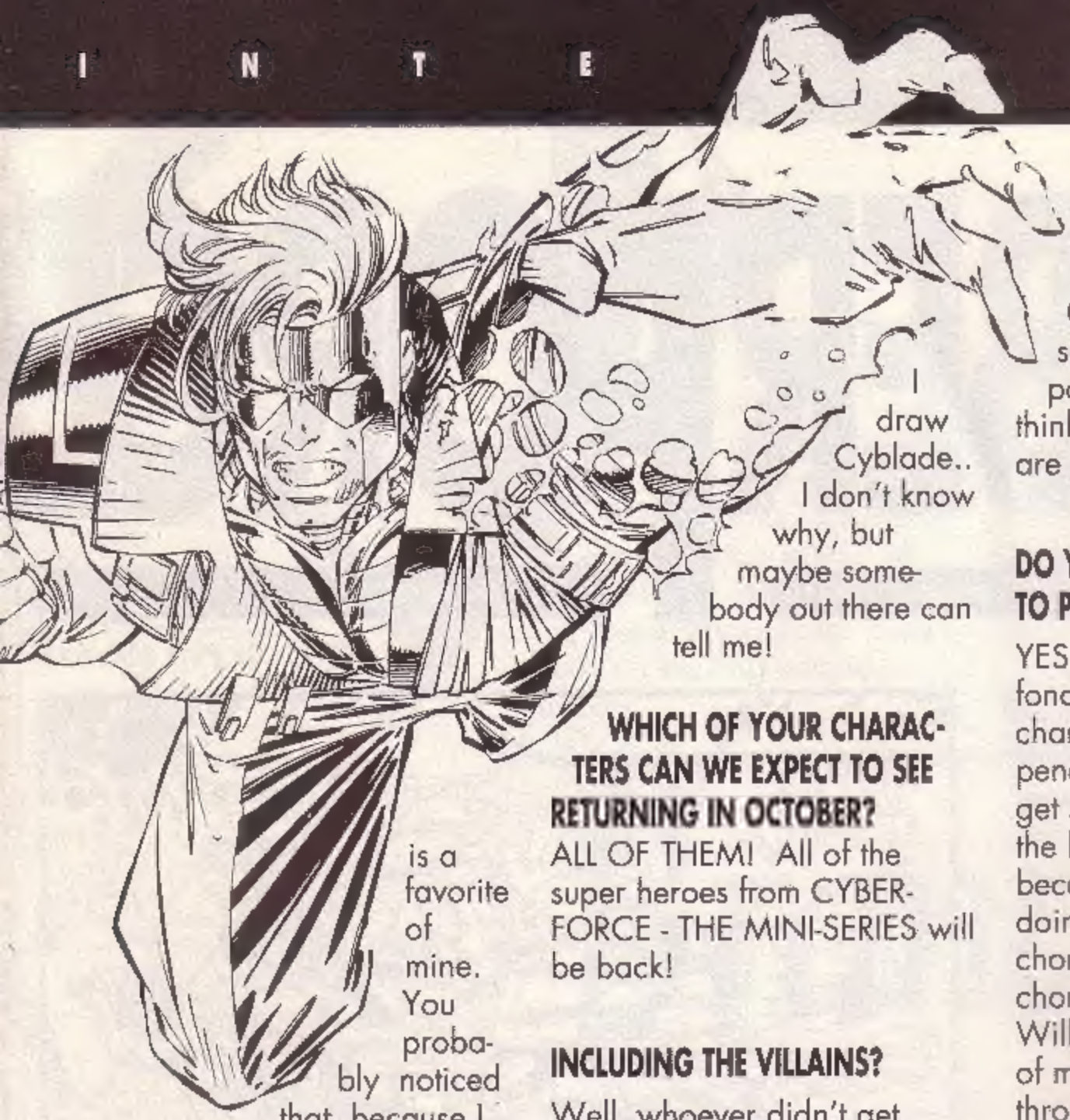
Originally, when some of the guys at Image and I were first starting out, we weren't really sure what the reaction would be to our characters. So, just to play it safe–in case we fell on our faces or the readers didn't like what we were doing–we decided to put our projects out as mini-series to test out the public reaction to CYBER FORCE, WILDC.A.T.S, YOUNGBLOOD, SAVAGE DRAGON and SHADOWHAWK. Fortunately the reaction was good, and as they say, 'The rest is history!'

SO, I GUESS THAT MEANS YOU WERE PLEASED WITH THE RESULTS, SINCE CYBERFORCE IS GOING TO BECOME A REGULAR SERIES?

Yes, actually CYBERFORCE is going to become a monthly book this October and I would like to thank all the readers for making that possible. I'd also like to thank everyone who supported CYBERFORCE. When we first started Image, no one was really sure what kind of response we would get. We had a certain sales number we had to reach in order for us to continue publishing our books, so we were all biting our nails, hoping that those numbers would be reached. Fortunately, as everyone has probably figured out by now, those numbers were reached and exceeded by more than we ever imagined. Due to the response we received, especially after CYBERFORCE #1 sold out, we immediately decided to go ahead with plans for a series. The regular series will be monthly, (I promise) starting October, 1993 - picking up after CYBERFORCE #0.

WHO ARE YOUR FAVORITE CYBER FORCE CHARACTERS?

My favorite CYBERFORCE characters are, hmm, let's see...I'd have to say Ripclaw



is a favorite of mine. You probably noticed that, because I keep drawing him as much as I possibly can in every story. Stryker has also become a big favorite of mine, especially in light of the fact that he's going to get his own spin-off series, with me writing and Brandon Peterson from UNCANNY X-MEN drawing. It's going to knock your socks off! Since I started this project called CODENAME: STRYKE FORCE, Stryker has become more and more interesting to me. I think he's got a lot of possibilities, he's really a tough-as-nails personality; a great action character. Stryker's attitude is just perfect for the part of the hard nose leader of a hard nose group of super-powered mutants that are going on all these incredible missions! If I had to pick two favorites, it would be Ripclaw, and to be fair to the other gender, Cyblade. I always seem to have this strange smile on my face when I draw Cyblade.. I don't know why, but maybe somebody out there can tell me!

WHICH OF YOUR CHARACTERS CAN WE EXPECT TO SEE RETURNING IN OCTOBER?

ALL OF THEM! All of the super heroes from CYBERFORCE - THE MINI-SERIES will be back!

INCLUDING THE VILLAINS?

Well, whoever didn't get killed in the mini-series will be back, and a cast of new characters. I'm adding some cool new villains that I think the readers are going to like, and maybe some surprise additions to the CYBERFORCE team. By the time the fourth issue of the mini-series comes out, the readers will have figured out a few things. If not, my brother and I and our sneaky little plans didn't come off as well as we thought they would. There will be some additions. I think they will be good additions, judging by the fan mail we've been getting. A couple of characters who had an ambiguous tie to CYBERFORCE in the mini-series have proven to be popular characters and I think that a lot of the readers are going to be very happy!

DO YOU PLAN ON CONTINUING TO PENCIL CYBERFORCE?

YES! I really have grown fond of the CYBERFORCE characters and will continue pencilling the book, but, don't get scared, it doesn't mean the book is going to be late because I'm not going to be doing any of the inking. That chore will be (I hope it's not a chore) given to Scott Williams, that excellent inker of many popular books throughout "comicdom". I'm really excited about working with Scott, he's probably the most talented inker out there and I'm privileged to have him working on CYBERFORCE. He seems to be having a good time and I hope that continues. My brother, Eric, will continue to write the stories for CYBERFORCE and we'll be coming up with a lot of good plots and hopefully a lot of interesting characters. He will also write the stories for the upcoming Ripclaw mini-series that'll be out at the end of the year!

WHO ELSE WILL BE WORKING ON CYBERFORCE?

We have the regular gruesome cast of characters that have proven to be very popu-

lar with the book, like Joe Chiodo, who's amazing colors have caused a big stir in the industry. Joe is responsible for a lot of people talking about colors in comic books like they've never been talked about before. He's had an effect on the industry that's going to make many companies think twice about their coloring assignments. To me, that's a great thing, because I've always been frustrated with coloring throughout my career. A lot of it has been a lackluster job that wasn't really considered important to big companies. It just seemed like coloring was something that they had to do ("Okay, lets put some color on these pages.") but, I think Joe has brought that art form to the forefront. The combination of Joe's colors and the color separations at Olyoptics have proven to be a winning team with the readers and we are going to continue with that. The book has looked great and I'm not going to skimp on quality. And... let's not forget Mike Heisler! He's going to be doing his usual superb lettering job. I think he's one of the best in the business and he's going to continue on that front.

ANY PLANS FOR SPECIAL GUEST ARTISTS?

There is a special project coming up that Jim Lee and I are working on. It looks like Chris Claremont will be writing an issue, which will be a crossover between WILDC.A.T.S and CYBERFORCE. I will draw my issue of CYBERFORCE and if Jim has the time, he'll be drawing his edition and, if we can talk him into it, Whilce Portacio will draw a third and final issue of the cross-over. As a big fan of Chris Claremont and all the stuff that he's done on the UNCANNY X-MEN, I'm really excited! Jim's really excited, too! I think a lot of the readers will be thrilled. Everyone I've talked to about it, so far, has given me a big eyed look and said, "Really, really? He's really going to do something for Image!?!" It sure looks that way! If we can get that together and if scheduling permits, you will be seeing it sometime near the beginning of 1994.

HOW ABOUT A HINT ON SOME UPCOMING STORY LINES?

We're going to be exploring more of CYBERFORCE's past. Since we had such a limited number of issues in the mini-series, we didn't delve quite as deeply as we wanted. We will show CYBERFORCE at the beginning, their origins, and a little more of the character personalities. Strangely enough, a lot of the people who've been reading CYBER FORCE enjoyed that aspect of it. They also enjoy the mystery. Personally I like that myself. I don't like having everything explained on the first page. I like to see mysteries slowly unfold, be expanded upon and explained. It's kind of fun for me and I hope the readers feel that way, too! So, we'll be dealing more with the personalities of each character and go into more of their past, their powers and how they formed CYBERFORCE. A lot of things will be touched on in CYBERFORCE #0, but we'll just be continuing that trend. Tons of exciting things are going to happen with CYBER FORCE, and I invite everyone to join us for the ride!

WILL CYBERFORCE BE CROSSING-OVER WITH ANY OTHER IMAGE TITLES SOON?

Yes, with Jim Lee's WILDC.A.T.S. We share the same studio, so it's a natural. The teams are structured in a somewhat similar fashion, so it won't be too hard to have the two books meld, cross-over and share some good adventures. I'm going to call Erik Larsen and see if we can cross-over with that "Savage Dragon Guy" that I like so much. We have also planned crossovers with the STRYKE FORCE team. There will be fairly tight continuity between the two titles since the main character, Morgan Stryker has a big role in both titles.

THANKS FOR YOUR TIME, MARC. IT WAS GREAT TALKING TO YOU. WE'RE LOOKING FORWARD TO HAVING CYBERFORCE AS A MONTHLY BOOK!

Thanks Pete, my pleasure. I'd like to thank all the CYBERFORCE readers out there for joining in on all the Cyber-Mutant fun. See you in #1!

WILDC.A.T.S #5

$1.95
Color.
Lee/Choi/Williams/
Chiodo/Heisler

With the WildC.A.T™ victory over HELSPONG™ and the CABAL™ in the mini-series, EMP™ and his heroes have thrown down the gauntlet. But it appears the CABAL is prepared to fire a salvo of their own in this ongoing battle. The WildC.A.T.S™ discover, much to their dismay, that the CABAL may have their own inside man at the mysterious and powerful multi-national corporation, CYBERDATA™. Our heroes' situation quickly takes a turn for the worse when they must infiltrate the renegade island-state, GAMORRA™!

CYBERFORCE #1

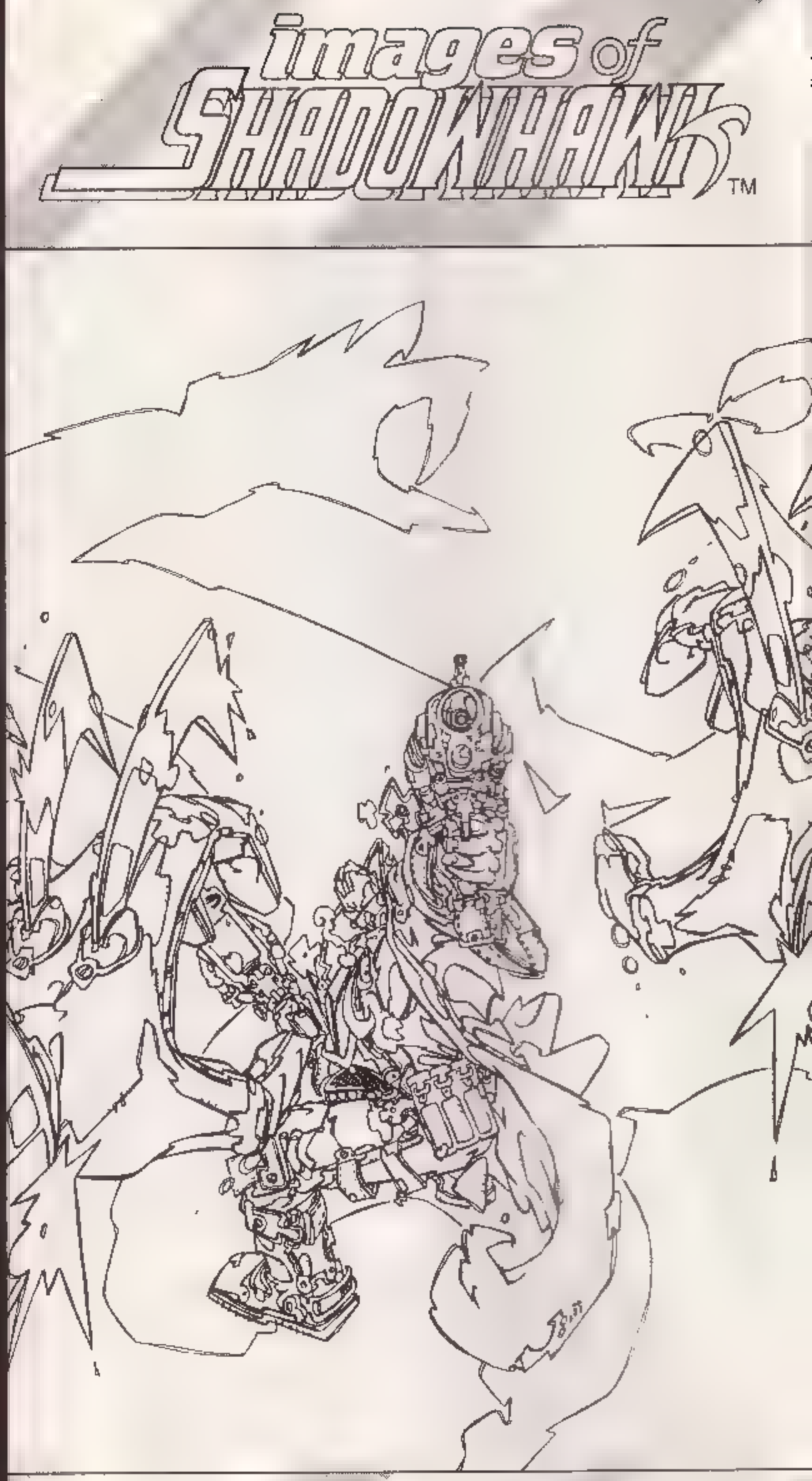
$1.95
Color:
Marc Silvestri/Eric Silvestri/Williams/Chiodo/Meisler

They're back! The CYBERFORCE saga continues in a regular series! The incredible issue sets up the first ever crossover with Jim Lee's WILDC.A.T.S! Count on the return of all your favorite characters! What will be the fate of the ultimate sibling rivalry: Velocity and Ballistic? Join us for what is sure to be the wildest ride in high-tech history!!

IMAGES OF SHADOWHAWK #2

$1.95
Color:
Keith Giffen/Alan Grant

Y'know those stories where two supernatural beings misunderstand each other's motives, then are forced to beat the living hell out of each other until one of the other figures out that they're both on the same side? Not this time. Shadowhawk vs. Frenchie... some things are best left unimagined.



TEAM YOUNGBLOOD #2

$1.95

Cover: [illegible] / Rapmund

While the world is held [illegible]

yet as they launch an all-out assault on the government's hi-jacked Liberty II [illegible]

enters into a sinister alliance with The Four [illegible]

WILDSTAR #4

Resolicited

$1.95
Color:
Gordon/Ordway

With time running out, can a very dead Wildstar find the last piece of the puzzle that can prevent the future from becoming a thing of the past? Whenever you wish upon a star, expect all hell to break loose!

BRIGADE #6

$1.95
Color,
Stephenson/Mychaels
Raimund

Roman face off with the vil-

ife of Coldsnap

SUPREME #7

Resolicited

$1.95
Color,
Liefeld/Stephenson/
Murray/Ivy

The wake of Supreme's battle with Khrome. Grizzled beyond their years, [illegible] the [illegible] of the newly-awakened Prophet. The preparations for the showdown with the greatest enemy.

SPAWN #17

$1.95
Color
Morrison/Capullo

As Todd McFarlane continues doing the

beat Todd at his own game!

NEW BOOKS

COMING IN NOVEMBER...

STORMWATCH SOURCEBOOK
by Booth/Clark/Garner/Lee/Regla
J. Scott/T. Scott/Williams

SHADOWHAWK III
by Jim Valentino

Don't Miss 'em!!

image™

ERIK LARSEN WRITES

THE SAVAGE DRAGON 5

POSTER INSERT BY ADAM HUGHES

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IF YOU THINK HE'S REVEALED ALL OF HIS SECRETS
— THINK AGAIN

ON SALE IN NOVEMBER. ONLY FROM image

INSIDE IMAGE

OCTOBER 1993
ISSUE #8

IMAGE

VANGUARD... A STRANGE VISITOR FROM ANOTHER PLANET IS BACK!

AS TODD McFARLANE LEAVES

SPAWN™...*

THE NEW TEAM TAKES OVER!!!

MORRISON & CAPULLO

*Todd will be temporarily leaving SPAWN for three issues; 16, 17 & 18 to do the SPAWN/BATMAN crossover. Writer Grant Morrison and penciller Greg Capullo will take over! Three great issues with a fresh new style. SPAWN...monthly from Image Comics.

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INSIDE OCTOBER

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ASK IMAGE P.16

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DOT YOUR I AND CROSS YOUR T'S...

Hello, Image friends and fans!

Well, has this been an exciting year or what? Comic books are hotter than ever and it seems that the entire industry is in constant change Image has been experiencing some of that restructuring. In the Image office, we receive a lot of calls that start with, "Hey, I heard a rumor..." Let's just say, that for every true story floating around, there are 20 false ones. So, to set the record straight...

Image recently announced that some titles would not continue as regular series, past their originally agreed upon mini-series status. Our distributors were informed of this in June, who in turn let the local retailers know By now, this announcement has gone through a massive game of "telephone tag." So, for you, the fan, the true story is this.

Tribe was cut after issue #1. Yes, it was a single issue book. **Stupid** was also cut after issue #1. **Shaman's Tears** and **Trencher** will only be produced through issues #5 However, Keith Giffen is involved with several other Image projects, like **Images of Shadowhawk**, where he'll be the artist.

Now that we've cleared that up, what's in store for October? A new book!...Vanguard by Erik Larsen and Gary Carlson Check out the interview on page three. Vanguard is about "a strange visitor from another planet" and his sidekick, Wally You don't want to miss it Also in store, is the Cyberforce regular series. Marc Silvestri is happy to announce that Cyberforce will continue as a monthly book starting in October Jim Lee's WildC.A T S also will become a monthly title. Both Cyberforce and WIdC A.T S started as mini-series and our fans have shown that they want MORE!

Be sure to visit the Philadelphia ComicFest from October 8-11. Our beloved Todd McFarlane will be attending with his Spawnmobile along with Erik Larsen and several of the Extreme Studios clan.

That's it for now, folks!

Tony Lobito
Publisher Editor

VANGUARD

INTERVIEW WITH

ERIK LARSEN

AND GARY CARLSON

Erik Larsen is the creator/artist of the wildly popular series The Savage Dragon as well as the creator of the SuperPatriot mini-series which is currently on sale. Gary Carlson's claim to fame is being the Co-creator of Vanguard with Erik Larsen. He was Erik's first boss, on the independent comic Megaton, where he also gave Rob Liefeld, Angel Medina and others their first comic assignments.

ERIK LARSEN

WHAT IS YOUR ROLE IN THIS MINI-SERIES, ERIK?

My official role is that of editor but it's a little more than that, I'm more of the creative director.

WHAT DOES THAT MEAN?

Gary gives me his ideas and I shoot them down (laughter). Actually, Gary and I talk through each story and we work out a rough plot over the phone. He faxes me the plot and then we go over it again, trying to improve on what we started with. Gary's one of the best writers I've ever worked with, so this process goes pretty quickly. I think of this book as Gary's baby, but I'm along for the ride as creative butt-kicker, making sure this book maintains the high level of quality readers have come to expect from Image Comics.

WHO CREATED VANGUARD?

When Gary hired me to work on Vanguard at Megaton, he had created a rough character design and a basic concept. I redesigned him and came up with his robot sidekick, Wally. I ended up plotting the first couple Vanguard stories and writing a couple of others, adding to the character. It was essentially a collaboration in the purest sense

WHO'S DRAWING THE BOOK?

A whole mess of guys. In putting together this book, I kept running across really great artists that for one reason or another were unable to commit to drawing the whole series but were more than willing to do an issue or two. Rather than simply getting a lesser artist who could do it on a regular basis, I decided to go with the flow and have a different artist do each issue. It's been coming together really well, it's a kick to see different interpretations of the character.

The first issue's being drawn by Tomm Coker, who did the eleven page preview back-up of Vanguard in the second issue of the Dragon. The second issue is by Jason Pearson of X Men Annual Fame, the third issue is by Joe Madulera, the artist on Dead Pool, the fourth issue is by Kelley Jones, who did all of those cool Batman covers for Knightfall and the fifth issue will be done by Angel Medina who has done such a great job on Warlock and the Infinity Watch. At this point, the sixth issue hasn't been assigned to an artist but there are several strong contenders vying for the spot.

WILL THE EVENTS IN THE NEW VANGUARD BOOK FOLLOW THE ADVENTURES PUBLISHED IN MEGATON?

No. We'll be reprinting the very first Vanguard story from Megaton #1 in the first issue just to let people see it, but the stuff from Megaton was hopelessly out of date and

couldn't really be followed up on. For instance, Reagan was still president and there was the undercurrent of the communist threat in the stories. Also, an earlier version of Mighty Man and the Dragon were in those comics and they've both been completely reworked from the ground up It was just impossible to follow those stories and have it make any sense.

HOW WILL HIS NEW ADVENTURES BE DIFFERENT?

Well, we can take a good look at what we did before, and this time, do it right! Vanguard, Wally and Roxanne Wells will be there and the initial premise will be the same, but beyond that we'll be going in an entirely different direction. Gary's the one to answer that one.

GARY CARLSON

HOW DID YOU AND ERIK MEET?

We didn't actually meet until after we'd been working together on Vanguard for a few years. He came out to a Chicago ComiCon and I picked him up at O'Hare Airport. After he registered at the hotel, we drove back to my house where we talked comics and dropped in on a family picnic.

I first became aware of Erik's work back in '81. I used to study fanzines, looking for artists for Megaton. I had a dream of signing up the top young talent in comics. I saw an ad in the Buyer's Guide for Erik's Graphic Fantasy, so I ordered it and knew that I had to work with him.

WHERE DID YOU COME UP WITH THE IDEA FOR VANGUARD?

Vanguard was the last strip created for Megaton #1. It was created expressly for Erik to draw; a slam-bang, rock 'em-sock 'em, action hero not far removed from the Dragon, which Erik had been doing for Graphic Fantasy.

Vanguard was intended as a play on the Superman concept; a strange visitor from another planet who happened to look big and scary, and not like the all-American boy next door.

I contributed the name, the background, and some pretty awful sketches of an ugly guy with an Astro-Boyish hairdo an his companion which looked like a flying eight-ball.

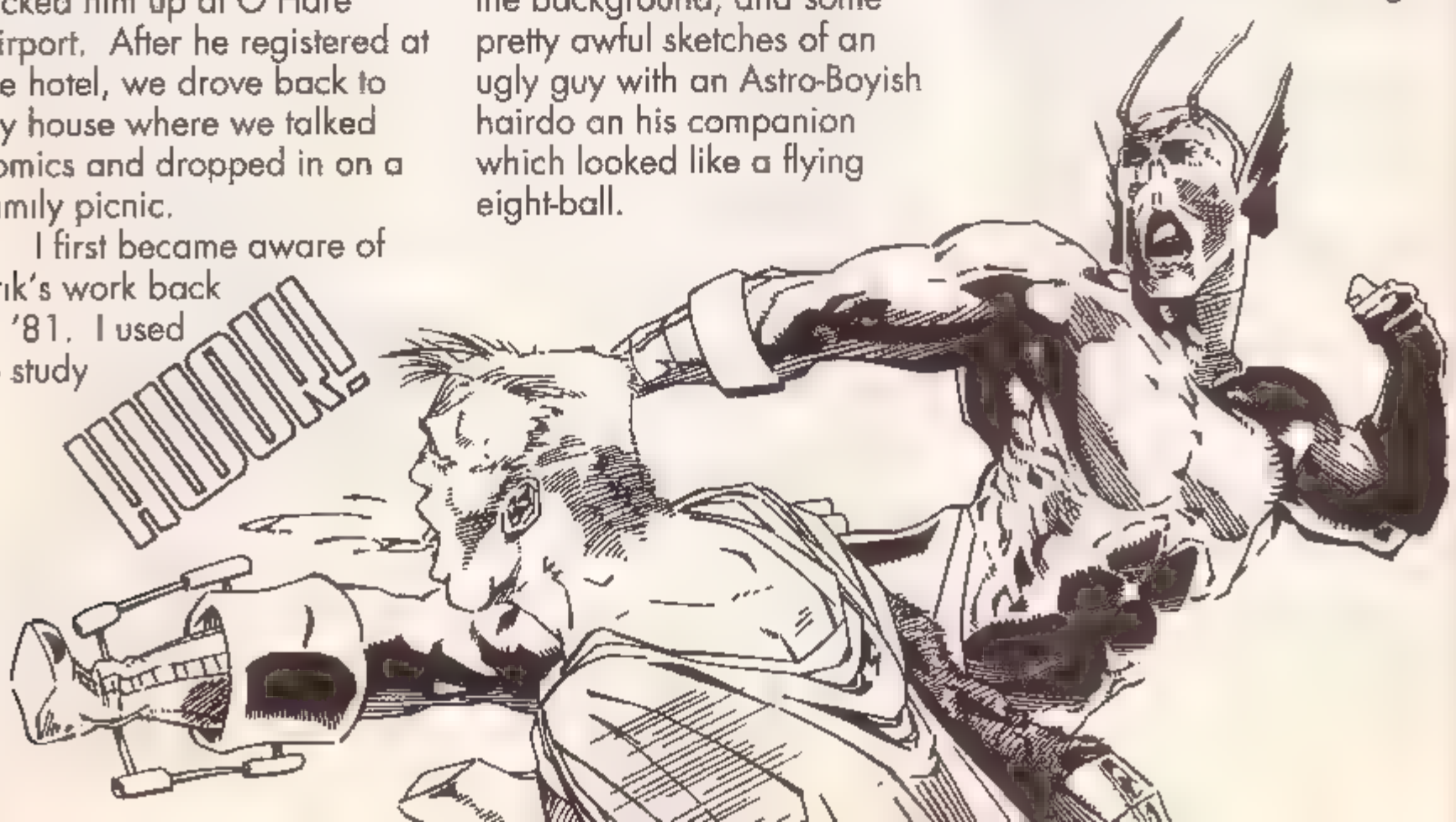
Luckily, Erik redesigned Van and Wally. We plotted via phone and he pencilled the story, fleshing it out.

HOW DID THE IDEA OF A VANGUARD SERIES COME UP?

A Vanguard series was scheduled for Fall 1987, but was cancelled along with all Megaton projects due to the great Black and White glut that year.

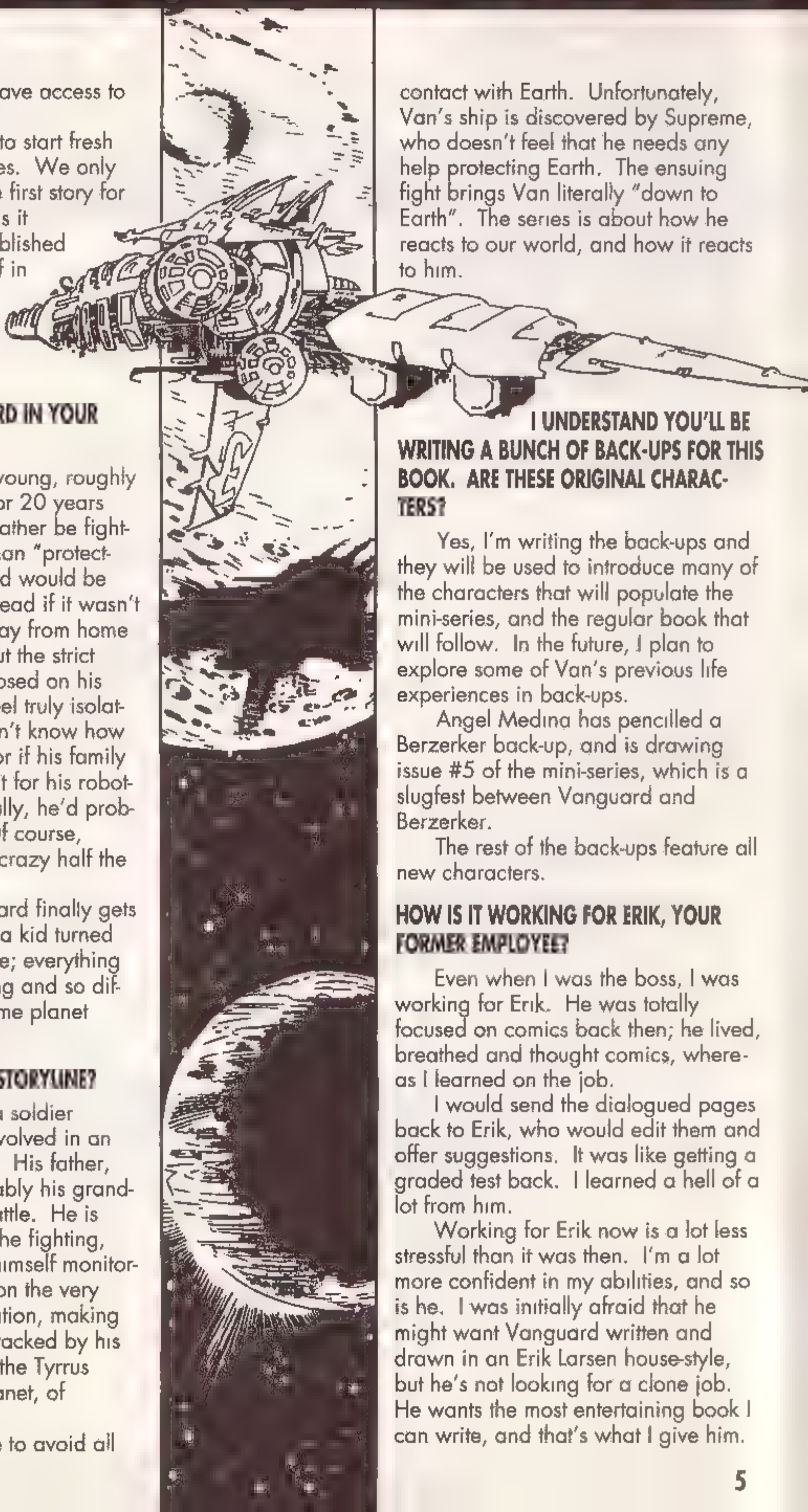
Recently, I dusted off two issues of Vanguard produced after Erik had left the series and planned to print them as well as reprint the first two Vanguard stories from Megaton by Erik. With that, and a story to replace the events in Megaton #3 and #4 and presto... I had the first four issues of a series!

Caliber Press was very interested, but when I submitted the proposal for Erik's approval, he suggested that I do the book for him at Image



where he could have access to Vanguard also.

We decided to start fresh with all new stories. We only plan to reprint the first story for historical value, as it was Erik's first published work. So the stuff in the Megaton's never really happened and most of it never will.



DESCRIBE VANGUARD IN YOUR OWN TERMS.

Vanguard is young, roughly equivalent to 19 or 20 years old. He'd much rather be fighting his enemies than "protecting" the Earth, and would be bored out of his head if it wasn't for TV. Being away from home is hard on him, but the strict radio silence imposed on his ship makes him feel truly isolated, since he doesn't know how the war is going or if his family is well. If it wasn't for his robotic companion Wally, he'd probably go crazy. Of course, Wally drives him crazy half the time anyway.

When Vanguard finally gets to Earth, he's like a kid turned loose in a toy store; everything is new and exciting and so different from his home planet Kalyptus.

WHAT'S THE BASIC STORYLINE?

Vanguard is a soldier whose world is involved in an inter-galactic war. His father, brother and probably his grandparents died in battle. He is anxious to get to the fighting, but instead finds himself monitoring a little planet on the very outskirts of civilization, making sure that it isn't attacked by his planet's enemies: the Tyrrus Combine. The planet, of course, is Earth.

His orders are to avoid all contact with Earth. Unfortunately, Van's ship is discovered by Supreme, who doesn't feel that he needs any help protecting Earth. The ensuing fight brings Van literally "down to Earth". The series is about how he reacts to our world, and how it reacts to him.

I UNDERSTAND YOU'LL BE WRITING A BUNCH OF BACK-UPS FOR THIS BOOK. ARE THESE ORIGINAL CHARACTERS?

Yes, I'm writing the back-ups and they will be used to introduce many of the characters that will populate the mini-series, and the regular book that will follow. In the future, I plan to explore some of Van's previous life experiences in back-ups.

Angel Medina has pencilled a Berzerker back-up, and is drawing issue #5 of the mini-series, which is a slugfest between Vanguard and Berzerker.

The rest of the back-ups feature all new characters.

HOW IS IT WORKING FOR ERIK, YOUR FORMER EMPLOYEE?

Even when I was the boss, I was working for Erik. He was totally focused on comics back then; he lived, breathed and thought comics, whereas I learned on the job.

I would send the dialogued pages back to Erik, who would edit them and offer suggestions. It was like getting a graded test back. I learned a hell of a lot from him.

Working for Erik now is a lot less stressful than it was then. I'm a lot more confident in my abilities, and so is he. I was initially afraid that he might want Vanguard written and drawn in an Erik Larsen house-style, but he's not looking for a clone job. He wants the most entertaining book I can write, and that's what I give him.

CHANCE WOLF

HOT SHOTS

Hobbies: *Magic & getting beat up by my kids.*
Favorite Music: *Hard rock, metal & the Bee Gees. (Just kidding, I don't like metal or hard rock.)*
Famous Saying: *I don't have time, I'm on a deadline.*
Favorite Food: *Pizza & Pepsi*
T.V. Show: *Rush Limbaugh & Silk Stockings (It's a tie!)*

BY KELLY VAN LANDINGHAM

So, Chance, how did you first get the "comic bug?"

I used to read a lot of comics when I was a little runt. So by second grade I was drawing some very crude versions of Batman and Superman for my buddies. From then on I studied many variations of drawing from cartooning to Nager cion ng. After ten years in the commercial art world, I decided it was time to do what I truly focus everything I'd learned into one medium. And comics turned out to be the final choice.

How did you get your first "big break?"

The "real" A. Simmons came knocking at my door when I was at the end of my rope. A introduced me to the big boys from Image at a Portland convention. Todd McFarlane gave me a few words of wisdom and direction as well as a job painting his now famous Spawnmobiles. Simultaneously Jim Valentino checked out my samples.

So, that's how you came to work at Shadowline Studios?

Yeah. Jim took a look at my art samples during a show and said he might have some work for me. Within two weeks, Jim had sent me a three page short story (for Project Urban Storm) and asked me to give a shot at inking. I was nervous as hell but managed to impress him enough to later pick up the inking tasks on the Shadowline mini-series. It's been a real grind but as a rookie it's cool to be on a book that is rockin' on the charts and that comes out on a regular schedule.

What are some of your other credits, Chance?

Lettering Pitt #1 & #2, Spawnmobile #1 & Spawnmobile #2 paint jobs, various logo designs including: The Maxx, Pitt, The Others, The Pact, Phantom Force, Shadowhawk I & II & Slaughter.

Okay, so back to the beginning...where were you born?

In the desolate wastelands where radioactive lizards roam free, randomly eating mutant children (i.e. Pasco, WA...near the Hanford nuclear sight) on May 20, 1963.

Sounds like quite a place! I imagine you have some influences in the comic world. Anybody we know?

There have been so many fantastic new artists in the past ten years, it's hard to isolate the influences. I love it all. When it comes to the business of comics, I must say Todd McFarlane has taught me a great deal and it is much appreciated. I can't say enough about the guy except that I admire his ability to leave you thinking for yourself.

So, is that what you like best about your job? The free thinking?

To be able to wake up at the crack of noon to a hot cup of coffee and a donut and know that I am my own boss, solely responsible for my own success or failure. The downsides are that some people tend to not respect your time during the work days, since you call the shots! Which leads to a lot of late nights with [illegible] etc. mon

And, if you woke up one day to discover that comics had vanished, what then?

I would go on tour with the Chance Wolf Rock N-Ro Magic Show, thrilling my gorgeous concubine assistant Tam into little pieces. Of course, it's an illusion. Tam and I may do some magical presentations at some upcoming conventions. We'll see. Just make sure to bring a pound of fresh vegetables.

Where do you see yourself, say, five years from now?

On the phone talking to Jim, coming up with excuses as to why I haven't finished [illegible] Shadowhawk 2098." Seriously, I hope to be working with Image on a book created by myself. However, I'm the first to admit that I have a lot to learn and feel very privileged to work with such an incredible mass of talent and positive support.

What books do you work on and what are your upcoming projects?

Lettered Pitt #1 & #2. Yes, #2 is finished. However, I resigned my lettering [illegible] on Pitt to focus on Shadowhawk and an upcoming book called "Valentine". It's a mini-series centering with Valentine's dark and watery reaction to her personal involvement in a deep cover operation. Badly driven by revenge and hatred, this woman is out for blood. It will be created and written by John Snow, John Vela and me. A preview will show up in the Shadowhawk II series. Very hot.

"KITTYKILL" ©1993 CHANCE WOLF

VANGUARD #1

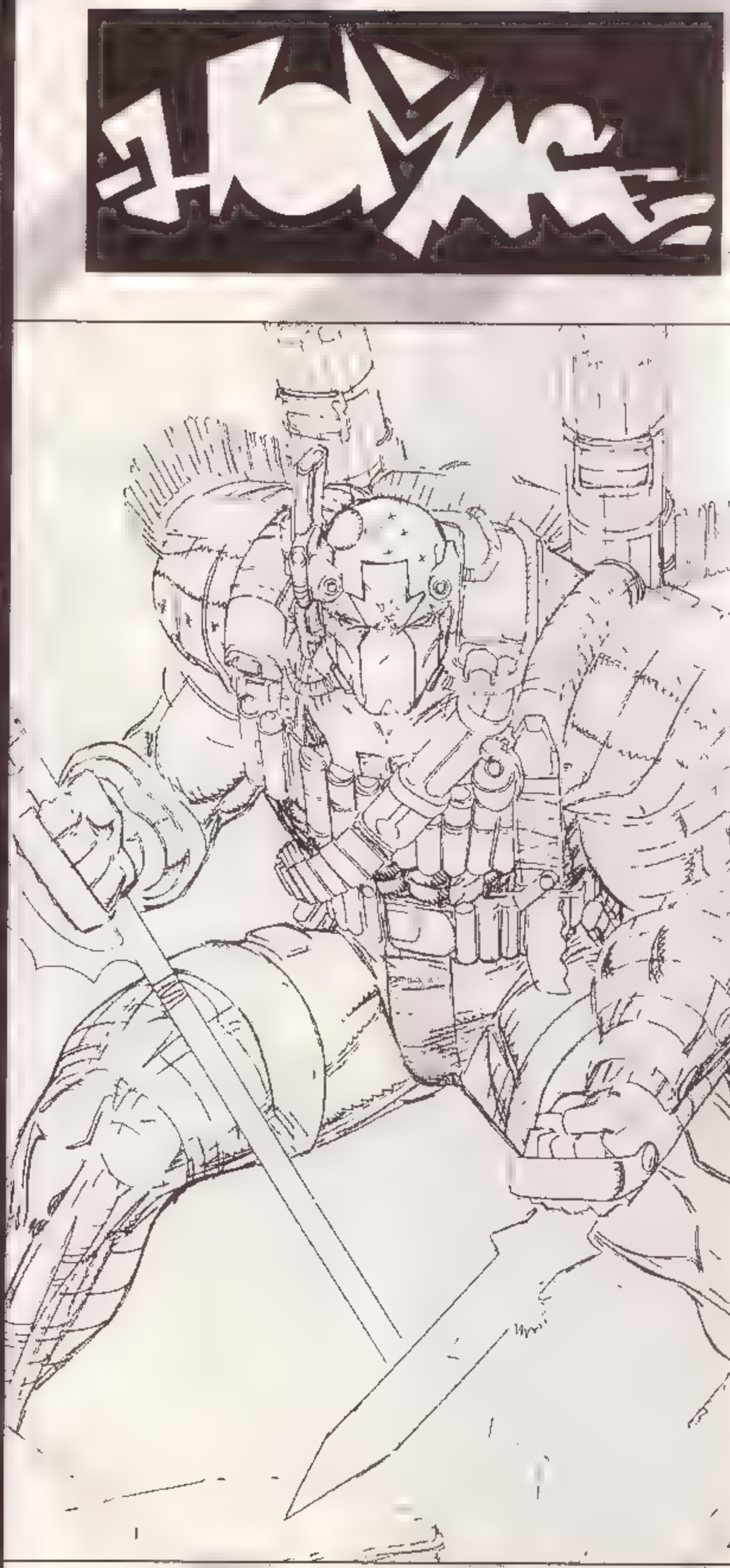
$1.95
Color:
Erik Larsen/Gary Carlson

First explosive issue of Erik Larsen's Vanguard returns in this new action packed series! Fresh from his pre-new appearance in the Savage Dragon #2, the strange visitor from another planet is confronted by Rob Liefeld's Supreme! Story by Erik Larsen and Gary Carlson, art by Tomm Coker and Jim Lawson. The action just doesn't stop! Bonus back up featuring Vanguard's first appearance with art by Erik Larsen!

ART OF HOMAGE #1

$4.95
Color.
Lee/Silvestri/Portacio/ Clark/Chiodo/Williams/ Scott/Booth

This one-of-a-kind project features all new pin-up and artwork by the creative and talented artists of Homage Studios included in the 48 pages of this special edition. Featuring swimsuit section as well as Homage Studios favorite invaluable drawing tips for up-and-coming artists and for more. The success of the Homage swimsuit special shows just how much the fans appreciate the creative work coming out of Homage Studios. This special issue will satisfy the overwhelming demand for a keepsake collection of art by the Homage artists as well as the numerous requests for a "How to Draw Comics the Homage Way" manual.



PROPHET #2

$1.95
Color
Liefeld/Panosian

link with D.O.C.C.

Judas!

SUPER PATRIOT #3

$1.95
Color
Erik Larsen

The government of the world has succeeded where Overlord and the [illegible] failed. The Super Patriot has been transformed into the ultimate killing machine, a living weapon aimed at the heart of Armageddon and programmed for total annihilation. What follows ain't pretty!

CODE NAME: STRYKEFORCE #3

$1.95
Color
Silvestri/Peterson/Chiodo

[illegible] 3

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

atest stellar hit from

mage

CODENAME: STRYKE FORCE™

SAVAGE DRAGON #5

$1.95
Color.
Larsen/Williams/Kesel

The Dragon and Lt. Frank Darling come to terms in this emotionally draining issue! Freak Force is falling apart even as it's formed and the Annihilators attack! Story and art by Erik Larsen. Featuring a bonus Mighty Man story by Erik Larsen, David Williams and Karl Kesel.

STORMWATCH #6

$1.95
Color.
Clark/Lee/Choi/Chiodo/
Heisler

STORMWATCH™ #6 not only heralds the return of regular penciller, SCOTT CLARK, but also kicks off Part I of the three-part story-line, THE HEROES 'REQUIEM. Despite his recent successes with StormWatch One, BATTALION™ is plagued by night-mares of the orig-inal StormWatch team whose mem-bers were killed in Kuwait. Or were they? As mysterious clues sur-face, BATTALION soon realizes that his team-mates may still be alive! To find the answers, BAT-TALION must once again confront DEATHTRAP...the very man responsible for killing StormWatch Prime!

STORMWATCH™

BLOODSTRIKE #7

$1.95
Color.
Liefeld/Giffen/
Fraga/Miki

An inside look at what goes on behind the scenes at Project: Born Again as Bloodstrike are shipped back for restructuring in the wake of their defeat at the hands of Supreme. Plus, the mystery surrounding Deadlock's split-personality deepens.

IMAGE

C/O Image Comics, P.O. Box 25468
Anaheim, California 92825

Dear Image,

I really enjoy drawing, especially in the realm of comics, guns, aliens, over-muscled spandex heroes, & babes. In drawing these, I like to experiment with different techniques, which brings me to my question. In "Inside Image" issue three, you gave us an interview with Jae Lee in which Grice asked, "What are your tools?" Part of his answer was razor blades. Just how does he use razor blades and just what effect does it give to the comic. I'd really appreciate an answer. Thanks.

Ray Z. Orblade
Davis, CA

Excellent question, Ray! I called Jae to ask him about "razor blades" and he thought I was reporting an accident or something. So, Jae wants to say, first of all, BE CAREFUL. Now, the technique is pretty simple. Jae lays down black ink in an area where there will be geometrical lines. He then uses the edge of the blade to "pull" away a line of ink. This takes the place of white-out. Another technique that Jae likes to use is "splatter." Dip a toothbrush (not your little sister's) in some watered-down white or black ink. Lightly tap the handle with your thumb over an area which needs tonal effect. Instant texture! In future issues of Inside Image, I will answer more "technique" questions...if more fans out there send them in. Start writing!

Dear Image,

What is up with Inside Image? I just picked up issue #5 and it sucked. Now, don't get me wrong, I love Image Comics (I have almost every #1), but I opened it up and all I saw was ads, ads, ads, & more ads..."

J. Chesebro
Newton, MA

Hmmm. That's funny. When I open up Inside Image I see articles/interviews, color centerfolds and sneak previews of future books. Inside Image is an "informational" magazine. We want you, the fan, to know what's going on and what's coming up. If you have some ideas, let's hear 'em.

Dear Image,

When Image was first formed, I thought that a bunch of artists had decided to take a costly ego trip that would cost them, and us, a sizable amount of money, eventually falling to the likes of Marvel and DC. Wow. From the beginning, there was a certain magic that was in the books. As time went on, things got bigger, and better. From Youngblood to Spawn, to WildC.A.T.S, the momentum just kept building. Many people think of Image as being synonymous with late releases, or unpublished work. True. BUT WHAT DO YOU GET WHEN THAT LATE BOOK FINALLY ARRIVES? Wham! A book of Top Notch Quality! One that has the heart and soul of its creator poured onto paper and artistically defined! Each and every title published breathes new life into four colors. In a day and age where marketing reigns in comics, Image backs up its flashy name with something many of the other companies don't have: HEART and SOUL. Those are perhaps the two most important words in my view of comics. I hope that everyone who reads this remembers that. So, ladies and gentlemen, and staff, a tip of the hat and a fond farewell.

Avid Image reader and all around nice guy,
Christopher Adams
Kingston, OH

Thanks for your letter, Christopher! The day is suddenly brighter!